



THE JACG NEWSLETTER

JACG

THE JERSEY ATARI COMPUTER GROUP

\$2.00

VOLUME 10 NUMBER 12

BBS : 201-298-0161

FEBRUARY 1991

FROM THE EDITOR'S DESK

It's very comforting to see the newsletter has reached a solid, consistent state over the last couple months. The operation has become as smooth as I've ever seen it since I started editing the JACG Newsletter. The steadiness and reliability of our current staff makes for a more standard product each month. One I happen to think you'll like.

For instance, every month you will see a report from the president, both vice presidents, both PD librarians, Noise from Noyes, and a review of the last meeting's happenings by Joe Hicswa. I'll try to keep these arranged in the same order from month to month to achieve that goal of consistency.

We also get pretty regular columns from 8-bitter Neil Van Oost and 16-bitter Mark Santora. There are lots of other excellent writers out there that I have to work on getting more work out of, including Dave Dvorin, Eric Jacovies, Lori Doerner, Hank Bear, and Tom Graf. Maybe I can get Ed Salvesen to be Rookie of the Year.

Now what's needed to really push us over the top? Well, how about a couple articles from the 120 JACG members that have not written an article in the last two years? Really! You 120 folks should be ashamed to not being part of a winning team!!

DAVE

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Z * NET SECTION

CALENDAR OF EVENTS

NEXT MEETING:

MARCH 9th, 1991

10:00 AM TO NOON

FLEA MARKET Before Meeting

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GENERAL FEATURE

PRESIDENTIAL PONDERINGS II

By Joe Kennedy, President, JACG

February. Hopefully we'll be meeting this month. I must pay my compliments to the enduring member who showed up at Bell Labs in January. But in the future if there is a question as to whether or not there will be a meeting, simply call one of the numbers on the back of the newsletter.

By 7 PM the night before we will have decided if the meeting is to be cancelled and will be able to let you know. But please, we do have families other than the JACG, if you can believe that, so don't call at a hour that would wake up small children or irate spouses. Those with modems could call the JACG BBS which will have a bulletin if the meeting is canceled.

On January 25th we had a board meeting and I'm happy to say that Dave Arlington (to be affectionately known as DAVE-DAVE in the future to distinguish him from Dave Noyes) was allowed to attend. Details are available in an article elsewhere in the newsletter. However I would like to repeat here, and perhaps embellish a little bit, one item from that report. Bill Schroth had come forward at the December meeting and offered his services in maintaining the exchange newsletter library. I want to again thank Bill and point to him as an example for others. Think about something that might interest you then do it for the JACG. THANKS BILL!!

The super ST is coming out! I expect that some of our ST users will have something to say to us about the TT. If you can't wait, the January / February 1991 issue of the Atari Explorer has a couple of articles about the TT.

Neil's Rewards part II. You might remember that in the January issue Neil Van Oost wrote an article about a letter he had from Austrailia. Well,

he's had a reply and I'm sure that he must be feeling pretty good about that. But I'll let it to Neil to give you the details and simply say "Well done, Neil! Thanks for putting the JACG in such a good light!"

To close let's just try to keep everything in perspective. Support our folks in the gulf!

8 - BIT FEATURE

8 - BIT VICE PRESIDENT'S REPORT

by Dave Arlington, 8-bit VP

Well, well, well. This should be a very short article this month. Together with not having a meeting, there were a lot of other factors going on this month in the real world and in my personal life that made it very hard to get real worked up about something like the users group. Not to put down the JACG in any way or the amount of work we do to help you use your computer better, it's just that on the priority list of life, sometimes the group ranks lower than other things.

Since the meeting was cancelled, I did not have to arrange any demos for February, I did attend the JACG board meeting, and I did get the newsletter out as usual (obviously), so I at least discharged the minimum functions of my offices. Next month, I'll scope out the latest 8-bit news with a renewed vigor and hopefully you'll see a much bigger column here. 'Till next month!

8 - BIT FEATURE

8 - BIT PD LIBRARIAN'S REPORT

by Sam Cory, 8-bit PD Librarian, JACG

Most of us know there are other sources than the JACG monthly ATARI department store. For those not in the know I will introduce you to Ken Gorden fleamarkets. Although, not the only organization, Ken is the most prolific in the area. All of them, like any good sales group, try to meet your demands

and focus on the most up to date lowest cost items. Long time ago, ATARI and COMMODORE were big and all the newest disks, and tapes. Now you will find clones and IBM and scads of MSDOS disks at \$1-\$5. Here is an idea of how big the market is: Dec 15 William Paterson; Jan 19 Fairleigh Dickinson; Feb 2 Wm Pat; Feb 16 & 17 Raritan Ctr Expo Edison. For info call 800-631-0062. If you have never been to one, GO. It is frenetic. Get there late and often someone is selling at a very reduced price. Of course, you may miss out on one of the goodies. I have bought several 10 meg hard drives for \$25. They are not guaranteed at that price, but out of 4 only 1 was bad.

The disk of the month is the same as last month since our meeting was snowed out.

I have a letter from Joe Hicswa who has found an error in JACG #127D. It could be this is a copy error. He found GENLED.XL would not run on a 1200XL. He "REMED out TRAP 40000 and the file RAN on a 130XE but not 1200XL" "He REMED out all the POKES in line 20090 and reactivated the TRAP 40000 and the file ran on both a 130XE, and 1200XL. Joe I will send you a copy of #79. He has trouble with that disk too.

Talked to Past Pres Doug Van Hook 1/28. He will finally have his MBA and be temporarily free from all studies by the end of FEB 91. He promises to start attending meetings. For those of you who either forgot or never heard of him, Doug is a solid programmer for all sizes of computers in several languages. Mainly working on main frames he setup cross country networks for ABC TV and is now doing similar work for ADP (on RTE 3). In spite of this he uses at home along with a laptop, a humble 800 that is also constantly used by his children. Anyone who needs help will find him an infinite, patient source.

Personal note. My left eye cataract was removed and an implant put in Jan. 15, 1991. NO PAIN. I am like a

child with a new toy. The right will be done within 3 months. The colors I have reclaimed are beautiful. If you or someone you know needs the operation get them there NOW!

Sorry, the disks Neil received from me of Kris Holtegaards new program DATAGRAF were crashed. So hopefully we promise them for March. I would accept the blame except they were sent through the postoffice. Neil works on their computers. Snuf said.

WE NEED your help. Neil very soon will leave JACG. Are there any five people in JACG who will take his place? I do not blame him. He is a major contributor to the meeting, the newsletter, and analyzing all new graphics files. He, like John Dean, travels over 1 hour to get to the meeting to get little more than abuse from the members, certainly no help or new info. You, the members, who should be the energetic supporters of ATARI and your club, JACG, are literally throwing the last shovel of dirt on the ATARI grave. Your officers can only do so much without your help. Even a child can see the officers are now being recycled. That is a sure sign of a dying organization. Blame yourselves.

The November 20, 1990 issue of Electronic Business "Portable PCs spark demand for miniature hard-disk drives" 2 1/2" 80 meg drives are now on the market. These will be in both laptop and notebook.

Final note. I may try every stratagem to get you to understand what a great thing JACG is. I hopefully will get you mad enough to get off your lazy butts and do some good for yourselves. Most clubs fail for lack of a decent meeting place - we won't thanks to AT&T. More fail because their newsletter is only useful as toilet paper - as long as we have Dave A! who is doing a tremendous job against many obstacles, we won't. As long as you have dedicated disk librarians John, and Sam (two old codgers to be sure) - we won't. You can be sure I at 72 will

be there for you way into the future. I am too old to want to learn another system when my 130XE, MIO, disk drives, and printer do everything I need from any computer. All officers I left out work just as hard in their own way. Don't count them out. Even Joe K. So you are stuck with me.

GENERAL FEATURE

JANUARY MEETING NOTES

by Joe Hicswa, JACG

Meeting cancelled on account of weather. We stayed home to shovel snow. Blame it on Sodom Insane. See you in February. Bring a friend.

GENERAL FEATURE

JACG BOARD MEETING

Reported by Joe Kennedy

On January 25, 1991 the JACG Board meet with Joe Kennedy, Dave Arlington, Dave Noyes, Gary Gorski and by Proxy Sam Cory in attendance. With a quorum present the meeting was opened and the following business conducted:

- Modification of the bylaws:

Article V Sec. 2 change "Librarian" to read "8-bit and 16-bit Librarians"

Article VI Sec. 6 amend to read in plural and with reference to respective libraries.

These changes were made to include the new position of 16-bit librarian in the board of directors. These changes will be presented to the membership for approval at the February meeting.

Due to having an insufficient number of newsletters to mail to reach the quantity needed for bulk rates, it was decided that the newsletter will be mailed first class in the future. To reduce the costs somewhat, exchange newsletters mailed to clubs in the US will not have the Zmag included as the clubs normally receive multiple copies

of Zmag.

In the future, exchange newsletters will be handled by Bill Schroth. Bill will bind the exchange newsletters and make them available on a lending basis at the monthly meetings. Thanks for volunteering Bill!!

Specialty meetings were discussed. It was agreed that June would be the traditional Atari Safari meeting. August has tentatively been scheduled for a Family Meeting.

Shareware author donations were a major consideration. It was decided that a previous board decision to donate \$15 a month to shareware authors would be honored and concluded by authorizing the respective librarians to select 4 authors to each receive \$15. In the future we will donate \$1 per disk sold to the author of a Disk of the Month offering. Only the disks sold during the initial month of offering would be counted for this donation. In the event a disk of the month has a number of programs from different authors the librarian will decide if one of the programs deserves the honor. The membership must be aware that this is an honorary donation to the author and in no way relieves an individual member of the obligation to donate to a shareware author if the member uses the program.

In addition, the board authorized the payment of \$36 to Kris Holtegard for the sale of SpartaDOS video tape demos.

GENERAL FEATURE

ONLINE

by Mark Santora, JACG

Now, as most people know that one of the best places to get information on the Atari Computers, outside a user group, is an online service. Now fortunately for the JACG members, we have our own board with a number of

callers who are more than able to help with a problem or put one in touch with someone who can help you.

Of course there are several services that one may join to talk to a larger number of Atari users from all over the United States. GENie, Compuserve, and Delphi are three services that feature specific Atari boards for specific discussion as well as online conferences with the heads of Atari and the Atari world. However, these cost money. At the present one could spend anywhere from \$50 to well over \$200 a month for talking and downloading files for 20 hours.

Now, most users do not think they will spend that much time on line, but once they start getting involved in discussions and finding files they would like to use, like the Little Green Item Selector, the time and costs start to build up. And then all of the sudden you are looking at a \$100 bill a month. It is really easy to allow this to happen.

Now a service that is open to college students, that serves the same purpose of the subscription services, is the school's main computer system. Most of the schools across the United States have VAX's set up and they are all interconnected. So when you call up and log on to the Atari specific boards, there can be anywhere from 50 to 200 new messages in 24 hours. Most of the major developers, such as Dave Small, call the VAX regularly to post messages and give help to budding Atari computer programmers.

Also available on the Vax is a service which is called FTP, or File Transfer Protocol. It allows you to contact any college attached to the system, and look around it. Some schools, like the University of Michigan, have Atari specific download sections. At the U of Mich there are over 1000 Atari specific downloads. And any upgrades to PD products will be found there as soon as they are released. Also many European programs

and demos may be found online here.

So as you can see, there are a lot of Atari users online out there. And there are a lot of private BBS's that are easily accessible via a modem. So don't think that Atari is dying in the US, at least not yet. There are plenty as Atari users out there keeping our favorite machine alive. And check out some of the online services for really good info and PD stuff on the World of Atari.

Below I have listed the boards I call the most. These are my selections, that does not mean that there are not plenty of boards out there and that they are not as good. But these are boards I suggest:

JACG BBS	908-298-0161
ACES HIGH BBS	908-290-1133
ZNET BBS	908-968-8148

16 - BIT FEATURE

SHADOW OF THE BEAST Review by Mark Santora, JACG

Well, it took them almost two years to get it out, but Psygnosis has now released one of the hottest games for the Amiga and for the ST. *Shadow of the Beast* is a graphics masterpiece on the Amiga, it just doesn't match up on the ST. I really wanted this game to be good, but the ST's limited graphic capabilities made that impossible.

So first we will start off with the good points. It contains all the scenes found in the Amiga version and moves at the same rate, 50 frames a second. It also has some excellent digitized music in the title page. And instead of forcing the game player to sit and listen to some horrible computer version of the music, there is none in the actual gameplay.

The game also manages to have several layers of parallax scrolling going at the same time. However the

movement of the scroll is very jerky and the time and disk space could have been better spent on improving the gameplay and graphics of the characters.

Also, all the characters you end up fighting are the same color as you for the most part. There is very little to make them stand out. Sometimes them, and you, blend into the background because you share the same color scheme as the background. The same can be said of ladders inside the tree and other items you come accross.

Your character has a limited set of moves in the game. He can punch, jump and kick, and even throw power punches if you manage to figure out how to get them. But these are all your moves. They are very limited and quickly become tiresome and thus adds to the poor playability of the game.

The manual is not very good. It spends several pages telling you the story of the game, but does little to help you. Once you get to the page with the game directions, there is a diagram of a joystick and the standard, point up jump/use exit notation. But that is it. While it did tell you how to play the game, it still could have been more indepth and covered a few of the problems one will encounter while playing the game, like the big bosses one must defeat to get special power punches.

Now, to add to the frustration of playing the game you only get 12 hit points and one man. Once you lose your hit points you must wait, then eject disk 2 and insert disk 1 so that you can see a picture. This could have been put on disk 2 and would have avoided the constant disk swapping at the end of the game. Then after the graphic, not even any animation, the game does a sort of warm boot and reloads the title screen and music, which takes almost a minute, then you must swap disks again and load the game, another minute before you can play. So basically because there is no

way to get around this it would be easier, and quicker to re-boot the machine with disk 2.

Like I said earlier, I really wanted to like this game. However, it comes off as a half hearted attempt and fails miserably on the ST. Perhaps a version for the STE would play and look better with its hardware scrolling and extended palette, but I doubt we will ever see it. So save your money, invest it in a TOADFILE 44 or F-19 Stealth Fighter. Shadow of the Beast is not worth your money.

GENERAL FEATURE

ATARI PICKING UP PIECES IN U.S.

By Mark Santora, JACG

About a year ago I wrote an article entitled "Atari fumbles the ball again." It was one of those gloom and doom essays about Atari. Let's face it, all Atari owners have felt this at one time or another. But this year is different. And it will be reflected in this article.

1990 has seen the release of the most Atari products since the old Warner days. We saw the release of STacy, the ST portable. More of a luggable, but a fully working ST in a compact package. While it was only available professionally, I had the chance to fool around with two different machines. The first was impressive. It had a lack-luster screen response though. The second one I saw, in November, had a much improved screen display, but it lacked the battery compartment. It was there, but you could not place batteries in it to run the machine. Now why do I not consider the Stacy a flop? Because it is a stepping stone for Atari. They have announced, in Europe, the STacEy. It is a portable STE that is much lighter as well as runs on lead batteries for 35 hours. But even then, the STacy exists and works. It is not vaporware.

Also in 1990 was the release of the STE. The STE was a much heralded update to the ST. While it did have a few bugs, and what machine does not when it first comes out, they were fixed promptly by Atari and all STE's with the problem were offered free repairs if they exhibited any symptoms. Again, no more vaporware.

For the STE was the new color monitor. The SC1425 is an excellent update to the SC1224. The 14 inch screen provides a bigger screen without sacrificing image. Atari really hit the bullseye with the new monitor.

And we can't forget the LYNX. Atari's best selling game system since the 2600 became the talk on everyone's tongues. Everyone wanted one. And they wanted games, good games. And Atari brought them out in force in time for Christmas and has a long list of new games waiting in the wings. Now some complained about the hefty price tag of \$179.95. But when you are the only color system on the market, you can set your own rules. But now Atari has a new threat, no not the Turbo Express (\$250 without a game), the Sega Game Gear. So Jack Tramiel did what he does best, he dropped the price, drastically. It now can be picked up for \$100. And you get a free game when you purchase it. Atari hit another bullseye with this one.

Now some of you are saying, "What about the TT?" Well, Atari hoped to have it ready for COMDEX, and it just wasn't. Personally, I approve of the delay of the TT so we could get a 32 megahertz engine in her. And don't forget, it is real. And it should be widely available by the time this article is published.

So what is ahead for 1991? Well, we get wide release of the TT. And since that isn't enough, this summer we can pick up the PANTHER, Atari's entry into the 16 bit games console market. You know, the panther is the big brother to the lynx. We also get the new laser printer the SLM605. The MEGA

STE is approved through FCC, so we will see it just as soon as Atari can make them and get them out the door. Maybe we will get the CDAR504 this year (Atari's most famous vaproware) this year. But overall, Atari did well in 1990. So don't give them too much grief, ok?

A side note, last night while I was watching Saturday Night Live and Sting was hosting, as well as the musical guest, in his band next to the Keyboardist was one of my favorite portable computers. Yes, Sting had a STacy on SNL and there was a clear shot of it. Also, look for a HOLTZ box on the Arsenio Hall show. That's all for now!

16 - BIT FEATURE

THE UPGRADE Part 2 A Parable by Mark Butler

This continues the saga of the SuperWizzbang Plus upgrade to version 2. Last time if you recall our intrepid hero purchased his new version and had a few problems getting it installed. During the installation he encountered and mastered several common situations that we have all seen. Now at last he sees on the screen the "SuperWizzbang Plus version 2" opening screen.

"What should I do first?", thinks John. "Lets try the word processor." According to the manual there are only 67 new features in it, it should be a good one to start on.

He selects "Word" from the menu and is confronted by a blank screen. His mouse pointer has vanished. Pressing the HELP key does nothing. Consulting the manual John learns that in order to be consistent with future ports to other computers GEM is not used and he must use the F1 key for help. Pressing the F1 key he finds that he must press the F2 key to load a file.

Pressing F2 and typing in the name

of the file rewards John with a nasty beep. Wondering what he did wrong, John vaguely remembered something about file incompatibility. Back to the manual.

Ten minutes later John has learned that version 2 does not directly support the version 1 file structure. However there is a conversion utility on disk that will convert the file structures. Exiting SuperWizzbang Plus, John activates CONVERT.TOS.

The converter program converts 1 file at a time. "Geez" John thinks, "I must have a couple of hundred files. Well I'll do 1 now and the rest later." The conversion runs successfully, taking only 3-1/2 minutes and John is now the proud owner of a version 2 file that is 2.1 times larger than his original version 1 file. John re-starts SuperWizzbang Plus.

Loading the file is simple now. John finally gets his document up on the screen. Paging up and down seems slower. The manual warns that some functions might be a trifle slower than version 1's but that it is a small price to pay for added functionality. "No matter" say John, "Lets try some new features..."

Version 1 allowed him to block move by pressing F5 to mark both ends of a block and F6 to move it. Version 2 required him to select the block menu by pressing F5 then he had to run down the menu with the arrow keys until he reached "BLOCK START". Next he moved to the other end and repeated the procedure with "BLOCK END". Finally he selected "BLOCK MOVE" only to be told that he was not allowed because the block stretched across paragraph boundaries. The F1 help key told him that due to internal file structure changes blocks may not stretch across paragraph boundaries. Multiple paragraph moves must be done 1 paragraph at a time.

"Version 2 now supports macros." John read. "Lets create one that will capitalize everything just for fun."

1/2 hour later John felt he had mastered macros. It was simple, you only had to key in the "macro-define" key sequence of Shift-F10, control-left shift, alt-help, shift-insert, and define it. He defined his macro and saved it as "UPPER". Activation of the macro was even easier. You just did a Shift-F10, control-right shift, right + and right - together, and it would ask you to type in the macro name. Of course macros would only work on marked blocks and you could only mark one paragraph at a time but it was all so easy. John activated his macro and watched as it destroyed his document. 2 hours later he had got the macro right and watched in glee as it changed 1 paragraph at a time into capitals.

"Now to print it." he thought, turning on his printer. Alas if you recall from last time, version 2 did not directly support his ancient Slowpoke-100 and so he used the Slowpoke-200 printer driver. Obviously the printer manufacturer upgrades the same way as SuperWizzbang because the printer driver was not 100% compatible with his model 100 and whenever his model 100 received a code it didn't like, it did a page feed. Of course SuperWizzbang Plus did not support printer aborting and so by the time John could switch off the printer it had fed through 162 sheets of paper; most with only 1 or 2 letters on them (just enough to render them useless). Naturally with the printer shut off, SuperWizzbang Plus was locked up and John had to reset, thereby discarding his carefully changed file that he had neglected to save before printing.

Thoroughly disgusted with the word processor John converted a spreadsheet file and loaded it. "Seems ok", he thought to himself, "Although it sure doesn't seem any faster." Then he pushed the "CALC" button. Immediately all of his totals went to "ERR" and it beeped rather rudely at him. "Oh great, what did they improve this time", he thought. The manual informed him that they now required quotes in the parenthesis for all cell ranges. "Don't

they realize what this does to all my spreadsheets?", John screamed at the walls. "Calm yourself", he said to himself. "I only need to change 1 cell and my built in macros will alter all the rest."

5 minutes later he was ready to start up his macro. "ERROR" it beeped at him. It seems that the converter did not convert macro names. That was an oversight that would be corrected in version 3. John renamed his macro and started it up. BEEP BEEP it said. The manual informed him that "due to substantial improvements in the macro language, the old macro format was no longer valid."

With a cry of anguish John hurled SuperWizzbang Plus version 2 into the trash heap. All the files were deleted. He then called up his neighborhood software dealer. "Well I think I still have a SuperWizzbang Plus version 1 in stock but you know they have come out with version 2?". "That's ok", John said, "I'll be right down to pick it up."

2 months later John received a upgrade notice that promised him a discount off the current market value for upgrading his version 1 to version 2.

4 days later the secretary from SuperWizzbang opened her mail and wondered why one of the return envelopes contained nothing but a burned piece of paper.

RECENT DISKS IN THE JACG 16-BIT DISK LIBRARY

JACGLSEA.219 - a GAME disk

COMPANION.APP requires a joystick, color monitor, and a 520ST with no accessories loaded. The Documentation has been purposely made slightly cryptic. Decode the story and you will figure it out.

GINRUMMY.APP - This must be the most popular card game played between two people. Enough said about this game. Shareware by Charles Bailey. Low Resolution.

HEARTS.APP - This is a four handed cutthroat game. Anyone who has played the game will tell you it can be very frustrating. Built-in Help screen. Shareware by Charles Bailey. Medium resolution.

LITBOMB.APP - You are in charge of a sleeve of bombs. You can use them to fire at a wall that is hiding an assortment of letters. Don't fire until you are sure you know the letter, however. Fast action, graphics, sound effects, etc. Children through Adult. Low resolution.

ROBOTZ.APP - The deep space exploration ship DARWIN 8 has been invaded by hostile alien robots. As the last surviving crew member it is your job to deal with the problem. If you like 'shoot-em-ups', you'll like this one. Low resolution.

STREZZ.APP - Hey! Here come the cops! You'll like this little accessory. Any resolution.

TAIPAN.APP - Travel the world during the early 1800's and trade in 15 different items in 15 cities as you engage in combat with enemy ships. This shareware program is loosely based on the game Taipan written for Radio Shack computers, but is much larger and more complex. Mouse interface - color only.

JACGLSEA.220 - a UTILITY disk.

137KONS.APP - This is a collection of 135 Desk Top Icons for NeoDesk by Lee W. Steinhach. Enjoy!

CHEETAHZ.APP - Cheetah is designed as a high speed file copying utility. Hard Drive users will find it the most useful, however it does fully support floppy drives also. Effective transfer rates vary depending on the hardware and the data being copied. Hard drive users can expect to see transfer rates ranging from 6 to 14 Mb/Min, averaging about 9 Mb/Min.

FLASHDISK.APP - Flashdisk is a reset-proof ramdisk for all ST/MEGA STacy/STe plus auto-copy option. It also corrects the memory bug on the STe (with 2.5 Mb the system announces 4Mb). You can set a size from 10 Kb till 4Mb. It must be started from the AUTO folder.

GOGOST23.APP - GoGo-ST is a replacement for the file selection windows of the normal GEM desktop. With a single click of the mouse you can run a program or load a document into an application without the tedious search through folders and drives. Shareware by Mark Cawthorn of Macromat Shareware who asks for a \$5.00 Shareware contribution which will get you the latest version and a Manual.

KXPSET.APP - KXPSET uses these commands to

set most of your printer's parameters quickly and easily. Although written with the KX-P1124 in mind, KXPSET should work with other 24-pin printers as well as with most 9-pin printers such as the Epson FX. KXPSET will run on any ST or TT, in any size screen and in any resolution except ST low-res or TT 256-color mode. You may run KXPSET as a stand-alone program or as a desk accessory; simply rename the file to .PRG or .ACC to suit your needs. KXPSET uses about 23K of RAM when running as an accessory.

MACCEL3.APP - MACCEL3 (release version 3.3) is quite improved over MACCEL2, the previous version of the Atari mouse accelerator. The most important improvements for you to know about are that it does neat stuff on Stacy, and it knows about the extra colors it has to black out on a TT. For those that don't know, the Atari Mouse Accelerator is a nifty little program that runs in your AUTO folder that will speed up the movements of your mouse and is also a handy screen saver. Low, Medium and High resolutions.

MINIBACK.APP - Use the fileselector to choose the files from your harddrive to copy to the floppy when you run the back up part of MINIBACK. Hit CANCEL when you are done. At the next prompt, hit any ole key (but "M") and the files you chose will copy to the floppy automatically fast and easy. That's it! You can then run MINIBACK.PRg any time that floppy is in drive A and those files will be copied (hacked up) to that floppy without any interference from you.

MONOMON.APP - Monomon, version 2.2, from Germany, is a full-blown disk-editor and utility program as good as most of the commercial programs on the market. Not only is it a disk-editor, it formats, copies, checks for disk viruses, etc. It has been translated into English. Medium resolution.

OSCAN_60.APP - This is an update to OSCAN.PRg that lets you work with the oversize monitors. It corrects the 50/60 Hz problem in the previous issue, and performs well in all resolutions.

PURGER.APP - This program erases all the files on a floppy disk, FAST. No matter how many files are on the disk, they are deleted in less than five seconds. Caution should be exercised in using this program. Once a disk has been purged, there is no way to recover the information—not even with UNDELETE.

REBSHELL.APP - The Rebel Shell provides you with an easy interface to the ARC, LHart and ST-UnZip programs. Combined with CodeHead Software's HotWire (v2.0 and above), arcing, unarc'ing and the like was never quicker and easier. And perhaps best of all, unlike other shells, this one is 100% configurable by you, the user!

SENTRY2M.APP - This is the Monochrome version 2.0 of log-on software to track the time and date you access your computer.

SSENTRY2M.APP - This is the color version of SENTRY2M.APP.

STATUS.APP - STATUS is a small box of information about your system. STATUS will

display the amount of free memory, the current time and date, it will show if GDOS is installed in the system, and if present the status of your blitter chip. STATUS may be installed as a desk accessory or run from the desktop as a program, simply by changing the STATUS file name extender to the type desired, (ie. .PRG or .ACC).

STMIRROR2.APP - ST Mirror was created in order to help you protect your hard drive from a virus or accidental erasure of the Boot FATs and Directory sectors of any hard drive partition. We do this by creating two data files from the information found on your hard drive. One file contains the Boot, FAT's and Directory sectors while the other contains a complete root directory listing of the mirrored partition.

SYSINF.APP - Atari ST System Information (SYS_INFOPRG) version 1.02 will display a list of internal information about your Atari ST. This program is Public Domain and NO fee can be charged for it. Click on the FULL WINDOW icon in the upper right corner of the window and you will be prompted with an alert box to print the System Information to your printer or to Cancel the operation.

JACGLSEA.221 - an APPLICATION disk.

COSEXTN.APP - contains ACCOMPANIST, a 16 Voice Sequencer for use on any model of ATARI ST. It works with either monochrome or colour monitors. On a 520 there is room for over 9000 notes (note-on + note-off or other MIDI event), and on a 1040 over 30000 notes.

DESTDEN2.APP - This is a DEMO of Deluxe Paint for the ST, by Electronic Arts, which will use the 4096 colors available on the STe and the TT. It also will run with the 16 colors of the 520 & 1040 ST. The Magnification mode lets you work pixel by pixel.

EASYTEXT.APP - This is the PD (Shareware) Desk Top Publishing software that you have been waiting for. EASY TEXT has been designed to be easy to learn and intuitive to operate. Full advantage is taken of usual GEM features such as windows, drop-down menus and dialogs/forms. There is an example EASY TEXT page which can be viewed before 'getting into' EASY TEXT which will give some idea what EASY TEXT can do.

JACGLSEA.222 - an APPLICATION disk

3DLETTER.APP contains Shadow Letters, by Mr. Albert Baggetta. Shadow Letters is a quick and easy color graphics utility that will prove useful to people who need to create electronic displays. With simple manipulation, the user can design stand-alone displays that can be used as ice breakers at parties or congratulatory messages and screen graphics that can be used as titles for programs done in GFA BASIC.

GRAMSLAM.APP checks documents for incorrect, awkward, or wordy phrases. When it finds a problem in your document, GramSlam describes the problem for you and offers a suggestion for improvement. This a Demo version by Phil

Comeau Software. Registration gets you a copy which eliminates the built in 10 second delay after each operation. High and Medium Resolution.

KEPCOEDX.APP Kepeco Edit was written to provide powerful editing capabilities to software workstations. It is friendly, fast and flexible. Features include: Multiple file editing, UNIX regular expression parsing for search and replace, Keyboard macros, Reverse video cut and paste within or between files, Most editing functions accessed through a single keystroke, Large file handling, Unlimited undo, and Online help. Shareware.

K.TEXT.APP is a text file reader with a difference. Besides allowing you to read a text file in an easy manner, it also allows the text file to contain VT52 commands, display up to 4 Degas picture files or Pixel Perfect files, play XBIOS 32 music files, and give the ability to append text files. High & Medium resolution. Freeware.

PAPERLS.APP This is an accounting program that does not generate any hard copy whatsoever. You view graphs and reports on the screen only. Even without massive reports to muddle through, the Paperless Accountant can be a useful utility.

TELEFRASE.APP A fully GEM-based phone/fax number manager for Mega ST and Atari ST computers. It aids users in storing and retrieving phone/fax numbers, dialing out numbers (for users who own a phone modem) and keeping important notes together with phone/fax numbers. Copyright (c) 1990 Ray Mattera.

JACGLSEA.223 - an UTILITY disk.

AREAL3X.APP Now you can have a simple hardware and software combination which will automatically set the time and date. Software is provided which will set the clock and display the time and/or date. Even if you do not have a module, the accessory can still be used to display the time.

DCLEFTY A freeware program brought to you by Double Click Software, programmed by Michael B. Vederman. What is DC LEFTY? Well first of all, let's just say it isn't for all of us. DC LEFTY is for the left-handed Atari users. DC LEFTY swaps the LEFT and RIGHT mouse buttons. So now when you press on the right mouse button, it thinks it is a left mouse button, and vice-versa. All resolutions.

FAST.FMT.APP This is a very fast format program. It will format a disk in 18 seconds, but the disk should be a new one. This is ideal to have as an ACC as you can run it when you need it.

FLOPKCAT.APP The program assumes a sequential list of disk numbers starting with 1. Click on 'Add disk' and you will be guided through the cataloging process. You can add comments of up to about 55 characters to any file listed in the catalog.

ELXFAST.APP manipulates executable program files so that they may be "fast loading" under TOS 1.4 and above. It is suggested you read the "MAKEFAST.TXT" file contingent with Atari's "MAKEFAST.PRg" for further information.

FORMAT.APP This program is useful for formatting, copying, and testing disks. In version 1.9 you

get the following functions: - Format Disk - Copy Disk - Test Disk - Fastload Format - Scan Disk - Erase Disk - Connect Drive B (in case you had it turned off when you booted up). Excellent! Med. & High Rez.

MOUSE TRICKS.APP Mouse Tricks from the U.K. is a desk accessory mouse utility that gives the user extensive control over mouse movement and menu style, and uses the right hand button to provide a range of special effects. An optional screen saver is also included. Mouse Tricks also contains a text reading utility, Read Text, (with find, position mark, block print and save functions) that permits the user to load, read and switch between as many as eight text files within any program that allows access to desk accessories. In the demonstration version of Mouse Tricks the right hand button special effects and reporting modes are disabled after about 20 minutes running time. All Resolutions.

RAMPLSIZ.APP RAMPLUS is a combination ramdisk and print spooler with a few other features included. There is also a Mouse Doubler, Screen Saver, and a GEMDOS fix that will increase the storage of all your floppy disks by 2K. Shareware by John Harris. All Resolutions.

STARSTRK.APP Star-Struck is a screen saver with a difference. Instead of just blanking your screen after 3 minutes, it smoothly fades it to black; and then fills it with a repeating burst of stars exploding from a central point. Not only that, but the stars are in colour too (assuming you have a colour monitor). All resolutions.

STATSTX.APP The STATISTICIAN is a GEM based program/accessory which reports on the status of your ST/MEGA ST computer system and disk drives. The STATISTICIAN has "functionality-duality". The same file may be used as either a program or desk accessory by simply changing the name of the file extender to PRG or ACC.

VAULT201.APP VAULT has one purpose - to protect your valuable programs and data on a hard disk from loss. It automates and speeds up the backup process, reducing the chance for human error and making it easy for you to do on a regular basis. VAULT is special because of its advanced user interface and integrated floppy disk caching scheme which speeds up the writing of backup disks. It is totally GEM-based and contains a comprehensive help system. Copyright FREEWARE. All resolutions.

JACGLSEA.224 - an APPLICATION disk.

ARTST222.APP This is an easy to use, full featured, drawing program that operates in all resolutions. Among the program's many features are: line drawing, squares, circles, area fills, text, copy & paste, and fine pixel editing. Art-ST uses all of the available memory to support multiple picture buffers (A Mega ST4 can have more than 110 buffers). Frame animation using these buffers is also supported! Shareware by Robert M. Birmingham.

BIORGRPH.APP Your personal biorhythm analysis, based on your birth date, is calculated by the 'BIO-GRAPH ELITE' program. It accurately locates

the positions of your three cycles throughout the specified calendar year, letting you plan your day-to-day activities to your best advantage. All resolutions.

ESTIMATE.APP Construction Estimator ver. 1.8 COLOR This is the latest update to the construction estimation program. You will find a lot of new changes to the program. Saving/loading estimates are now possible, you can also save estimates in ascii format, this will let you load estimates into a word processor, so you can make custom printouts.

IFF.CONV.APP IFFCNV can handle any IFF file - HAM mode, high resolution, interlaced, monochrome, color - doesn't matter. IFFCNV can read Spec512 files and convert them to any of the output formats. And IFFCNV will soon handle GIF files - Compuserve's new graphics standard.

IMG.PRT.APP This is a new version of IMG_CATM. This program is a GEM image file printer similar to IMG_CAT by Chet Walters, but this program is free. It places 12 images per page along with the name of the image and its size. It can handle up to 12 pages of images in the path you select. The program will also print the path and a user editable title on the top of each page.

KIDCOLOR.APP KidColor is a learning game for 3-7 year olds. It is a simple program using the mouse to point at boxes that correspond to the color inside a box on the screen. There are sounds and special effects to keep the young one interested. Shareware. Low resolution.

MEGABLT.APP MegaBlit is a hi-res paint program that works in all resolutions on all STs. It is window based, and uses the scroll bars to move around the work area, which is many times bigger than the actual screen. It also has features not found on any paint programs. Best of all, MEGABLT IS FREE so give it to anyone you know that needs it. By Darck Mihocka.

STUDIO1S.APP Sprite Studio is a low-res painting program written in GFA Basic that incorporates several non-standard features useful in creating sprites for animations as well as games. Sprite Studio also has the ability to load any file as graphics (not just DEGAS or Neochrome pictures). Each of the program's functions are fully icon-driven. By Cory Chapman.

TAC.CAT.APP This is NOT designed to act as a floppy/hard disk file cataloger (like the excellent "SuperDirectory" from Michtron). "TAC-CAT Librarian" is for those of you who are involved in the process of selling floppy disks.

VIEWGIFR.APP VIEWGIF allows your ST to show graphics created on a PC, an Amiga, whatever. Even if the original image has more colours or pixels than the ST can display, it also allows you to convert your Atari ST images into GIF format for exchange with other systems. VIEWGIF is GEM based and operates in all three resolutions. Images are displayed in scrollable windows. Once an image is loaded it can be saved in NEO or Degas Format. The image can also be cropped and shrunk to fit the ST screen. VIEWGIF also allows a GIF image to be directly transformed into AIM and Spectrum 512 pictures.



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ATARI SCORES at WINTER NAMM

by Dr. Paul Keith, Z*NET USA

The Anaheim Convention Center, South of Los Angeles, was once again host for the mammoth Winter National Association of Music Merchandisers Show (NAMM), January 11-14, 1991. Over 600 exhibitors from all over the globe saw Atari again appear as the consistent leader in MIDI support.

Atari's booth was on the main floor of the show, while last year's show found them high above the activity of the show in a set of converted offices. This year they used a scaled down version of their Comdex booth, showcasing six developers in their booth, with a large conference room, and a stage for the demos, all in a 20' x 40' space.

This was the third year that Atari has featured Jimmy Hotz and his MIDI controller, the Hotz Box. This time, Mick Fleetwood was not there, but instead, Hotz was joined by Jon Anderson (formerly lead singer of YES now with the band Anderson Bruford, Wakeman, & Howe), Paul Haslinger (one of the leaders of the Tangerine Dream, a new age/fusion band), and Scott Gershin, better known for his capabilities as a sound engineer than as a musician.

While Hotz was conducting his demos, most of the staff from Atari and the other developers in the booth quite literally had to get out of the crowds way. I caught up with Bob Brodie, standing on the edge of IBM's booth where there was plenty of room. Neither Apple nor Commodore had booths, and IBM first venture into NAMM was more like a business presentation than for MIDI. I asked how he felt about IBM and MIDI. "Based on IBM's presentation, it's pretty obvious that they really don't have a good handle on what's happening in the MIDI market," Bob answered. "We've brought on board a real pro in James Grunke. He's a musician first, so he understands our MIDI dealers that look at our computers as just another way of making music. And, of course based on his experience with the Beach Boys, he certainly understands the performers end of the business."

Joining forces with James in the Atari booth was none other than Greg Pratt, the new President of the Atari US division, in a demonstration of support (both for the MIDI market, and for James, his new Director of Specialty Markets).

Meetings were scheduled with significant developers, giving them a chance of to air grievances, and of course, to make proposals for the future. Reports of results were very encouraging.

Showing off their wares in the Atari booth for the first time was Digital I/O, US Reps for the new Plasmec A2D2 direct to disk recording system. This system comes in direct competition to Digidesign's Sound Tools, only for far less money. Surprisingly, Digidesign announced at the start of the show that they were going to drop all North American support for Atari products, prompting some observers to speculate that the expensive Sound Tools product was selling poorly in North America. However, by the end of the show, Digidesign had left the door open for other discussions, impressed with Atari's presence at the show, and even more impressed with the meetings that they had with Greg Pratt and James Grunke.

During the show, C-Lab, the top-selling MIDI sequencing software developer, and Atari worked out and announced a joint marketing and dealer support program that will provide comprehensive sales and support assistance to nearly 50 key MIDI dealers across the country.

Atari showcased a number of MIDI solutions in their booth. Included was Hybrid Arts, showing off their Adapt II system, DrT's, demonstrating many of their products, Take Note, the premier ear training program, C-Lab, demonstrating Notator. Atari told their dealers that at this point, they are prepared to make them great deals on the 1040STE, MegaFile 30's, and both of the ST monitors. However, NAMM proved to be a great test for the new Mega STE, as a number of developers were using them for the first time. The TT was present, but mostly just for show.

Setup and assistance for Atari's booth was once again provided by local Atari club members. LA area user groups supporting Atari at the NAMM show included HACKS, ACES, and ACAOC.

Overall, this NAMM show had a decidedly different feel than previous ones; the combination of recessionary times plus the war in the gulf had attendees watching portable TVs for the latest news on the bombings. Much of the Hollywood style glitz and flash that has typified NAMM shows was missing, and so was much of the crowd. While turnout was disappointing when compared with previous shows, Atari's presence at NAMM signals a continuing support of the music industry that is unparalleled in the computer industry. That signal was not lost on the industry officials and dealers, who represent a significant part of Atari's sales outlets.

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ROVAC Industries, Inc.
PO. Box 59, Middlesex, NJ 08846

Publisher.....Ron Kovacs
Editor.....John Nagy
Advertising.....John King Tarpinian

Z*Net BBS.....(201)968-8148
EEnie.....Z-NET
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?? What is ??

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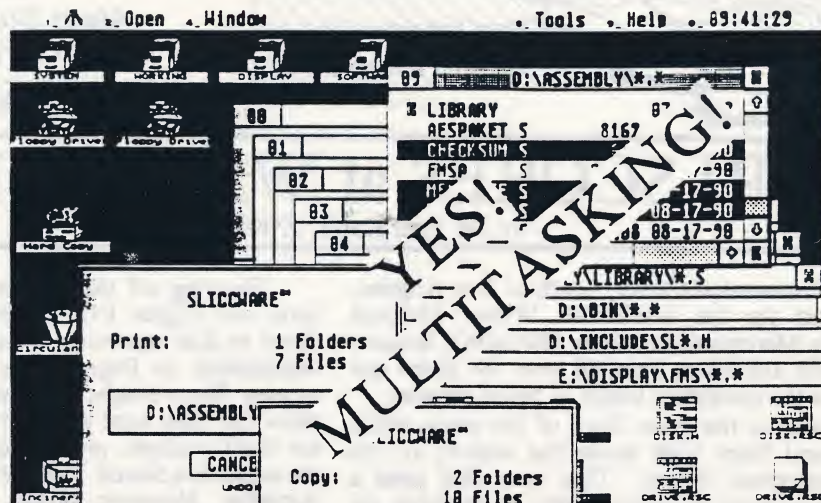
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By Randy Foster
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Z*Net Newswire...



⇒ German newspaper Frankfurter Allgemeine Zeitung (FAZ) reported in December that Atari Germany's General Manager Alwin Stumpf will move to Canada shortly to steer the matters of Atari in North America from there. The implication is that Stumpf will pick up where Elie Kenan of France left off when he left the US in October of 1990. The German division of Atari has been the star of them all, complete with wide acceptance, significant market penetration, and regular advertising. German Atari show attendance is measured in tens of thousands rather than in hundreds as is the contemporary American experience. Late reports indicate that if Stumpf comes to the West, it will be in a one-year advisory role rather than as a new "super-manager". No confirmation from Atari is available for this story.

⇒ Atari announced in a December press conference in Munich that a limited number of Mega STEs are on their way to Germany, to arrive during January. At first only the Mega STE 4 with a 48 MB hard drive configuration of the Mega STE will be available in Germany, retailing with SM124 monitor for DM 3.000 (about \$2,000 US).

⇒ In a move that signals a major reworking of the marketing plan for Atari, the company fired all of their full-time sales representatives in January, and let many their contracted rep firms go as well. This action followed the prior week's departure of Sales VP Bill Crouch after a review of sales figures. Atari had only six full time staff representatives, and at least some of them are being considered for other positions within the company. The reasoning for the move is said to be that the reps are not

generating sales beyond that which can be had more efficiently by sales through national distributors. Pacific Software is offering one-day shipping of Atari 1040STe's, monitors, hard drives, and software, and may very well carry the Mega STE when it enters the market in February. Atari plans to beef up its in-house sales support in order to "hand-hold" with personal service, albeit on the phone, the high-end dealers who will also be the initial primary outlets for the TT.

⇒ US Atari dealers WILL be able to get the TT even before a Type B FCC rating is available. They have to give ATARI a letter stating that they have business and industrial clients. Also, it is expected that the STacy, also awaiting a Type B rating, will be sold through these dealers in the same manner.

⇒ Geoff Earle, General Manager of Atari Canada announced in January that they would offer a full one year warranty on all computer products. Previously the ST series was covered for 90 days only. There are no indications yet of similar action from the other branches of Atari.

⇒ Atari is offering a contest for demos that feature DMA sound, digitized speech, and advanced color graphics that will make people want to buy the STE/MegaSTE/TT series of computers. First prize is a 32MHz TT030/8-50, 1st runner-up gets a 16MHz MegaSTE/4-50, and 2nd runner-up, a Lynx with two extra games. Files can be either uploaded to GENie (ATARIDEV), CompuServe (70007, 1072), or mailed directly to Atari Corporation, 1196 Borregas Avenue Sunnyvale, CA 94086, Attention: Bill Rehbock. Submissions must be posted by March 26, 1991.

⇒ Atari's Manager of User Group Services, Bob Brodie, has begun a continuing column for STart Magazine, the largest US Atari specific magazine. His articles will be general interest items, with accent on user groups and how they help owners get more from their Ataris.

⇒ There were no press releases about the new video game to come (shortly?) from Atari at the November Consumer Electronics Show (CES) in Las Vegas. Nevertheless, the PANTHER, said to be a 68000 CPU game box unrelated to the ST computer line, was shown privately by Atari's Leonard Tramiel to select developers during the huge Las Vegas entertainment product show. Details? Sorry, all we could get from a source within Atari about the Panther was "Nice kitty, kitty...". Rumor has it that it will offer some LYNX compatibility.

⇒ As the war in the Mid-East continues, Atari has become a part of the morale support system by sending over \$50,000 worth of Lynx game systems. To give military personnel participating in Operation Desert Shield, now Desert Storm, a healthy way to release pent-up energy and to alleviate some of their boredom during the slow times, Atari made arrangements with the Defense Logistics Agency (DLA) and the USO to supply Lynx portable color video game system kiosks and video game cartridges to military recreation centers in Saudi Arabia. Meade Ames-Klein, (now former) president of Atari's consumer products game division, said, "When it became obvious that our troops were going to be in the Middle East for some time, we thought the Lynx systems and game cartridges would help

improve morale and would provide the men and women stationed there with a little entertainment. Perhaps, for at least a short period of time, the Lynx will let them escape from the reality of their surroundings." Atari is well known in Saudi Arabia, and their ST and even 8-bit computer lines are perhaps the most popular formats being sold there. Says Scott Lapham, Z*Net writer who was a civilian worker on assignment there in 1990, "Any shop that sold any type of electronics, sold Atari products. There were 'Atari only' stores. The Fuji symbol was everywhere."

⇒ Atari has now relocated their entertainment division into the Chicago Area (330 North Eisenhower Lane, in Lombard, Illinois, (708) 629-6500, FAX (708) 629-6699), and has appointed Lawrence Siegel as President of the division. Siegel was previously Vice President of software development for Atari. Atari Entertainment expects to significantly increase its promotional activities and dealer support program during the first half of 1991.

⇒ At CES, Atari announced a new, smaller and cheaper LYNX, the LYNX II, which will sell for \$99.95 and offer all the features and the same size screen as the original unit. New LYNX accessories include a traveling case, a carrying pouch, a sun visor/screen guard, and a cigarette lighter adapter.

⇒ Among the five latest additions to the presently available library of single-and multiple-player games for the Atari Lynx are Rampage (from Bally, \$34.95), Road Blasters (Atari Games, \$39.95), Zaxxon Mercenary (Epyx, \$34.95), Rygar, the

Continued...



...Z*Net Newswire...



1989 coin-op Game of the Year (Temco, \$39.95), and Ms. Pac-Man, the coin-op smash hit (Namco, Ltd., \$34.95). The other Lynx games at \$39.95 include California Games, Paperboy, Gauntlet, and KLAX. At \$34.95, Xenophobe, Todd's Adventures in Slime World, RoboSquash, Blue Lightning, Chip's Challenge, Electrocop, and Gates of Zendocon.

⇒ With 16 new releases planned for the coming months, more than 30 games will be available for the Lynx. The new titles, which have a suggested retail price of from \$29.95 to \$39.95, will be on dealer shelves during the first and second quarters of 1991 and many will use the multi-player capability of the machine. They include: World Class Soccer, Ninja Garden (1990 Arcade Game of the Year from Techmo), Blockout, Xybots, Shanghai, Warbirds, NFL Football, Vindicators, Grid Runner, Turbo Sub, Checkered Flag, A.P.B., Scrapyard Dog, and Tournament Cyberball 2072.

⇒ As mentioned in earlier issues of Z*NET, the Migraph Hand Scanner, Touch-Up, and Easy Draw are parts of one of the new STe "bundles". What we didn't mention that TOUCH-UP is now shipping Version 1.6, and features new abilities to save a true grayscale image in TIFF format. However, the new features require the extended palette of the STe or TT for full use. Older ST units will not have access to all the new features of the upgraded TOUCH-UP software.

⇒ Just released is a stereo Analog-to-digital, DSP, and D-to-A system for use with the Atari ST computers. This device will allow hard drive files to be recorded and played back as sequencer tracks with cut and paste, etc. Operating

as a desk accessory, the software works while the ST manages a sequencer or other duties. Full non-destructive cue list software is included with the \$1,000 package. MAC versions will be available later. Built by D2D Systems of Cambridge, England, contact Plasmec Systems Ltd., Weydon Lane, Farnham, Surrey, U.K., or call 011-44-252-721236.

⇒ ST JOURNAL has temporarily stopped production of their bi-monthly Atari magazine. According to Editor Gantry Gappmeyer, the February/March issue is being held as a re-evaluation of the format and marketplace is being done. Announcements will be made in March about what will happen next, but at this time, a smaller, all-Atari product monthly magazine may replace the ST specific magazine in April. Subscribers should not fret; "at least" full credit for monies received will be offered.

⇒ Phil Comeau Software announced Version 3 of the GramSlam Grammar and Style Checker for the Atari ST. It checks documents for over 1200 common grammar and writing-style problems, and offers readability statistics to help the user tailor writing to a particular audience. Version 3 of GramSlam now checks for: doubled words; British vs. American spelling; capitalization problems; unclosed parentheses and quotation marks; sentences ending with prepositions; incorrect form and use of "i.e." and "e.g."; punctuation placed incorrectly inside or outside quotation marks; inappropriate use of contractions. \$39.95 (+ \$3.00 S/H), or upgrades for \$10.00 (+ \$3.00 S/H) from Phil Comeau Software, 43 Rueter St. Nepean, Ontario Canada K2J 3Z9, (613) 825-6271.

⇒ Atari and third-party developers have unveiled 14 new software titles for the Portfolio. Power Basic, by PC-SIG is a full-fledged powerful basic compiler. Portfolio Stock Tracker, from Lifestyle Software, keeps track of users stocks, bonds, annuities, options, cash, etc. Atari Turbo Translator, from Organized Solutions, can translate approximately 1,000 phrases and 2,000 words into six languages (English, Swedish, German, Italian, Spanish and French). Personal Finance, from Bytesize Software, is a tracking program that allows input and sorting by category. Scientific Calculator contains approximate scientific transcendental functions. Portfolio Bridge Baron, from Lifestyle Software, is for people who want to learn how to play Bridge or improve their game strategy. Portfolio Wine Companion allows users to catalog their wines, choose just the right wine for the occasion and track their wine cellar value and composition. Portfolio Astrologer, also from Lifestyle Software, provides a natal chart, influences, a planetary map, daily data and even the interpretation of the data. Chess has all the strategy and challenge the game is known for. Hyperlist performs outline functions with main topic headings and subheadings. The Portfolio Diet/Cholesterol Counter, from Lifestyle Software, lets you monitor your caloric as well as fat consumption. U.S. Traveler's Guide, from Organized Solutions, is a complete guide to most major U.S. cities (including Canada). European Traveler's Guide is a guide to most major European cities. The Spell Checker/Dictionary/Thesaurus can be run with the Portfolio's ROM-based editor or as a stand alone program that can be used for a text-based file that was previously saved.

⇒ Paragon Technologies announced two aviation software packages for the Atari Portfolio. FX-3 FLIGHT PAK turns the pocket computer into a DUATS terminal and flight calculator to obtain a weather briefing, file a flight plan or access the many other flight services. The FX-4 FLIGHT PLANNER features a full U.S. navigational database and will automatically generate detailed leg by leg trip plans in seconds. You may specify the route yourself or let the FX-4 choose a set of nav aids along an optimal great circle route, locate the twenty closest airports or nav aids, and more. Paragon Technologies, 800-255-9411.

⇒ Artisan Software has released a software system to transfer data between the Atari ST-type computers and the Atari Portfolio computer. Transport offers easy ASCII file transfers back and forth to the Portfolio as well as extended menu systems which support Xmodem, non-ASCII character stripping, on-line help and file viewing and more. A serial interface and null-modem serial cable is required. Transport, \$24.95 plus \$1.50 shipping from ARTISAN SOFTWARE, P.O. Box 849, Manteca, CA 95336. Also available from Artisan is the new paperback version of the REVOLUTION HANDBOOK by Don Thomas, offering computer selection information and suggestions of how to both get the most from your Atari and how to help promote general awareness and acceptance of the Atari line. The book is \$14.95 plus \$1.50 shipping.

⇒ The Federal Communication Commission levied fines totalling

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\$200,000 against computer equipment vendors who were found violating FCC rules while attending last November's Comdex trade show in Las Vegas. Violations cited were vendors who didn't display FCC ID numbers and others who allegedly rushed new uncertified products to market while competitors were waiting for FCC certifications of their products. The FCC is also considering new regulations on individual components of computer systems, eliminating the loophole that allows some marketers to sell motherboards or other parts that do not currently need to meet radio interference tests.

⇒ Commodore again announced the launch of their CDTV player, the industry's first compact disc-based consumer Interactive Multimedia player at the winter CES show. The new player is expected to be

available in early 1991. Applications currently planned include products from Disney Software, Grollier, Lucasfilm, Guinness, Psygnosis, Cinemaware, Accolade and Music Sales. The retail price of the CDTV player will be \$999 and CDTV titles should to range between \$30-100. Commodore also announced that it intends to reduce the company's work force in the United States by about ten percent, or 250 to 300 people of its 3,000 employees worldwide.

⇒ Logical Design Works announced the appointment of Sig Hartmann as executive vice president. Most recently an executive vice president with Televideo, Hartmann also served in executive vice president positions with both Commodore and Atari Corp. Logical Design Works, Inc. of Los Gatos, CA, specializes in exporting computers and electronics into Europe.

⇒ American Video filed a \$105 million damage lawsuit against Nintendo, charging the Japanese companies with violations of antitrust laws. The suit states that Nintendo dominates the home video entertainment business with an 80 percent market share, and that it is using its monopoly power to cause the bankruptcy of the San Jose firm. In the complaint filed January 8, 1991, American Video stated that Nintendo ships 60 million Nintendo cartridges per year from Japan to the United States with a retail value of about \$3 billion.

⇒ Nintendo will increase monthly output of its Super Famicom game computers to 500,000 units starting in April and to 800,000 units monthly beginning in August. There are only nine different games available for the new machine, but Nintendo says they will expand to about 30 to 40 types by the end of the summer.

⇒ Lotus Development Corp. is planning on releasing a CD-ROM called "HOUSEHOLD MARKETPLACE". This CD-ROM claims to contain data of about 120 million people in the US. It lists income profiles, spending habits and marital status among other things. This is believed to be an infringement of an individual's privacy and rights. Lotus says that this CD-ROM will only be sold to "legitimate businesses". Now, if you don't want mail-order and other telemarketing outfits to bug you, you'll have to write in to Lotus to explicitly exclude you from their list. You can write to: Lotus Development Corp., Attn: Market Name Referral Service, 55 Cambridge Parkway, Cambridge, MA 02142.

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ST ERROR CODES AND BOMB MEANINGS... At last in one place!

ST ERROR CODES AND BOMB MEANINGS...

At last in one place!

Error Description	Return Code	Alert Box#	Error Description	Number of Bombs
OK (no error)	0		Invalid function number	-32
Fundamental error	-1		File not found	-33
Drive not ready	-2		Path not found	-34
Unknown command	-3		No handles left	-35
CRC error	-4		Access denied	-36
Bad request	-5		Invalid handle	-37
Seek error	-6		Insufficient memory	-39
Unknown media	-7		Invalid mem. block address	-40
Sector not found	-8		Invalid drive specified	-46
No paper	-9		ENSAME, not same drive	-48
Write fault	-10		No more files	-49
Read fault	-11		Range error	-64
General error	-12		Internal error	-65
Write protect	-13		Invalid program load format	-66
Media change	-14		Wrong use of MSHRINK	-67
Unknown device	-15			
Bad sectors on format	-16			
Insert other disk	-17			

PACIFIC RIM COMPUTER AND COMMUNICATIONS SHOW

by Terry Schreiber, Z*NET Canada

Vancouver B.C. Canada:

Atari (Canada) Corp. attended the Pacific Rim Computer and Communications show, held at the Vancouver Trade and Convention Centre January 14-16, 1991. Nine Canadian dealers and lots of MIDI music personalities, and well as many Atari officials participated.

At the show, Atari Canada announced the new Mega 1 STE. Available exclusively for Canada at this point, the one meg unit contains no hard drive but is fully upgradable. Including monochrome monitor, the suggested list is \$1295.00 CDN. The Mega 4 STE is at a suggested list of \$2495.00, when you subtract the cost of a monitor (\$200.00), that is a \$1400.00 saving. I am sure that someone will find four megs of Simms chips and a fifty meg hard drive for a lot less than that.

Tim Breck demonstrated the Atari's MIDI capabilities on stage to the delight of show attendees. Tim plays a combination of guitar and keyboards with drums, bass and other effects being supplied by the Atari computer.

The Atari booth is a story in itself. Although not the biggest at the show, I believe it is the highest and best designed. The Atari booth is a modular system that can be assembled in many configurations. The system was designed by Canex and is an amazing piece of design of Plexiglass, plastics and aluminum. The Tower section sports a huge illuminated Atari sign, stage and counter with drawer space for storage of flyers, extra cables and parts.

On display in the booth were two TT's, one on color and one on monochrome. The main interest software on these machines was Calamus and Dynacadd. Portfolios, some being used with PC's were also on display. This area was never lacking for attendance. Mega STE's were continuously running demos. Two Mega 4 computers were set in another area demonstrating the networking capabilities of the Atari. Stacys were abundant everywhere. I believe six in total were connected to MIDI equipment and a Spectre GCR. One of the units contained PC-Speed, also proving to be a big draw to DOS users. DOS users also checked out the Atari PC4's running Windows and DynaCadd PC. Some people I talked to were even surprised that Atari had anything DOS compatible. 1040STE's were scattered throughout the booth running MIDI, Degas, LDW Power, virtually anything that was available to show.

I noticed the absence of the Lynx and any game related software. This was a business show and a very impressive showing by Atari.

The last day was actually the best day. Attendance at the Atari Booth was excellent. Sales Reps were all but done in from the three day event and were glad but still somewhat sad that this was the last day. Atari had accomplished what they set out to do - awaken the business community to its products.

Murray Brown, Atari Canada's Western Sales Rep, was extremely pleased by the Dealer and VAR enquiries during the show. "Portfolio was the biggest hit with the resellers but the whole product line did extremely well", he said.

Other Notes from the show: Commodore did not attend. Next Computers was demonstrating their jet black beauty with a lot of activity in and around the booth area. I actually didn't get close enough at the time for hands on but did notice they were about ten times busier than the Apple

Display area. Reports from people who did have hands on experience state that if you are using an Atari now you will be greatly disappointed in the Next mouse control.

Interview with Nathan Potechin of ISD at the Pacific Rim Show by Terry Schreiber

TS> With so many developers leaving the Atari platform - Does ISD have any plans of going into other machines?

NP> Yes, We currently have a DOS and Amiga version of Dynacadd available and we do plan on versions of our products for other platforms. This is not to say we will be forgetting the Atari - far from it. It is a great machine. I'll give you a for instance. I was demonstrating Calamus earlier to a person who was using Pagemaker on a DOS machine. He said he had five minutes to spare, twenty minutes later he walked away with brochures that he picked up and a retailers business card. That customers next machine will be an Atari.

TS> How do you feel Atari is doing as a business machine?

NP> Atari is trying very hard to get into the business market - just look at this booth. The costs for attending this type of show are mind-boggling. You have the cost of the booth, space rental, transportation, accommodation and lots of other expenses as well. I think Atari is doing extremely well here by the amount of people attending the booth. There are twelve people working in the booth and at times twenty-four wouldn't be enough to handle the crowd. Atari is doing a lot more in business sales than it did a year ago. It takes time to take a piece of the market that was primarily held by Mac and DOS but with products like Calamus, DynaCadd, Wordflair, Pagestream and the like, Atari is becoming recognized in the business field.

TS> When will we see the new version of Calamus?

NP> Soon, that is all I can say at this time. It is being put together by a group of programmers in different areas - each sends in his code and then it is added in. This takes time to check and compile and then re-edit. All I can say is that it is coming and to be patient.

TS> Is ISD working on something new for the Atari now?

NP> ISD is always kicking around ideas, we have made a commitment to the Atari market and its users. Our support, I have been told, is second to none in the Atari World. We will continue to support the Atari market and have no intentions of leaving it.

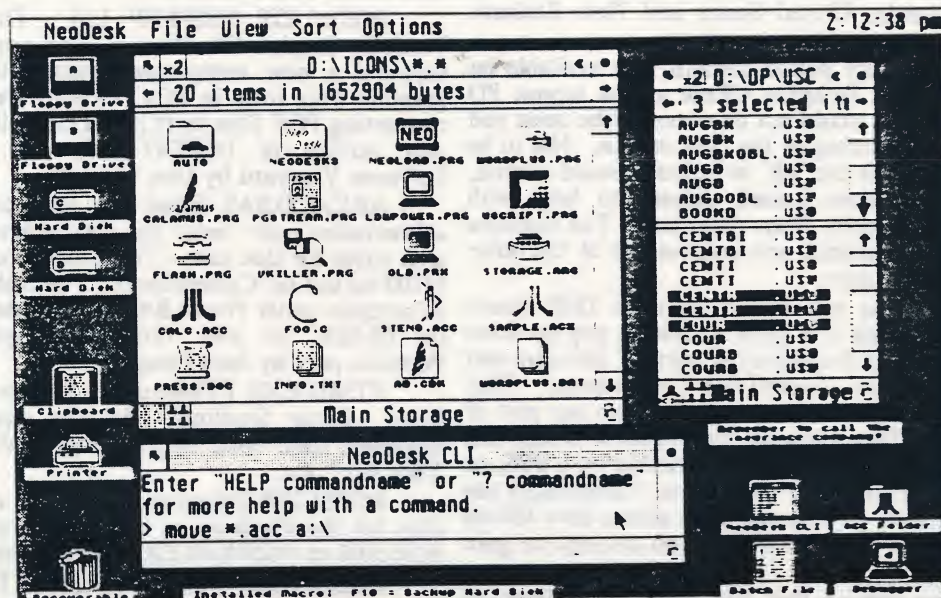
TS> One last question before we get back to the booth. Do you feel 1991 will be the year of the Atari?

NP> That is somewhat of a loaded question. I feel every year is the year of Atari. Every year there is new product released - every year there is more and more software available. I keep hearing about this "Year of Atari"... the year of Atari is now. Atari is now. If everyone is sitting back and is waiting for something to happen perhaps they had better take a second look at what is already here. Atari has the TT products, Mega STE's, 1040 STE's, Stacy, Portfolio, DOS boxes, Harddrives, CD Rom, 44 Meg Syquest drives, and for gamers the Lynx. Software-wise you have wordprocessors, spreadsheets, databases, accounting packages, point of sale packages, CAD software, games of all types and of course Calamus for desktop publishing. I think anyone who is sitting on the fence about buying a machine is missing the boat.

Gribnif Software Presents...

NeoDesk 3

The Ultimate Desktop



NeoDesk 3 is a complete replacement of the boring, built-in desktop that comes with the Atari ST. Its advanced, yet intuitive, graphical interface will make your computer both easier to use and much more powerful.

It is the easiest and most affordable way to realize your Atari's true potential. Many have called it "the ultimate upgrade for the Atari ST".

NeoDesk introduced the idea of placing your commonly used programs directly on the desktop while pioneering the concept of assigning different custom icons for individual files and folders.

Now NeoDesk 3 takes you a step further, introducing several new and original concepts which will make you want to scream "I want my NeoDesk 3!".

In addition to keeping commonly used files and programs on the desktop, you can now also keep folders on the desktop. And not to limit your creativity, with NeoDesk 3 you can even write *Desktop Notes* right on the desktop itself.

Only NeoDesk 3 allows you to look at two different parts of the same window, thanks to its amazing *Split Window* feature. Of course, each window can be set to display text or icons, independently of any other window. Each window can even have its own sorting and text options.

NeoDesk is also smart, using all of its available memory for file copying so that as many files and folders that will fit into memory are read in at once. No more useless disk swaps, even hard drives benefit from its speed and efficiency.

Add some of the other NeoDesk 3 features, such as a brand new Icon Editor, keyboard equivalents, desktop picture, file templates, *Active Icons*, and *Hot Keys* execute your favorite program with a single key), then you have more than enough reasons to buy NeoDesk. But for those of you who need a little more, read on.

NeoDesk 3 now offers a unique *File Clipboard* which lets you temporarily hold files and folders in memory while you are busy doing other things. In a way, you can think of it as an automatically expanding and shrinking ramdisk.

You now also have the power of *Macros*, with which you can automate any series of desktop operations like opening windows, copying files, running programs, etc. These can also have *Hot Keys* assigned to them.

NeoDesk 3 even has special support for 5 1/4" floppy drives and formats all disks with the correct information so they work on most MS-DOS computers.

From low resolution to ultra high resolution, NeoDesk 3 supports up to 10 different resolutions in each system.

Of course, these features would not be useful unless they were easy to use. Rest assured, NeoDesk 3 has been designed to be "upwardly compatible". Use NeoDesk just like you used the original desktop, no need to forget all that you have learned.

It doesn't stop there. The included *Recoverable Trashcan* lets you recover files deleted with it at any time in the future. It was created using the *NeoDesk Developer's Kit*, which opens a whole new world of possibilities. There's also the *NeoDesk CLI* (both available separately), a complete window based command line interpreter which allows you to create pop-up menus, automate file operations, and much more.

No matter who you are, NeoDesk 3 has something for you. From helpful search capabilities to a powerful file reorder function. Thanks to its ability to remove itself from memory, it only needs about 35K of memory. Of course, there's lots more, which you can discover by ordering today!

NeoDesk 3 and the NeoDesk CLI are available from your local dealer, or order toll free by calling (800) 284-GRIB and get FREE 2nd Day Air (US only). Call or write for upgrade and other information.

GRIBNIF SOFTWARE

PO Box 350 • Hadley, MA 01035
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The Electronic Global Village

by John Clarke, Z*NET New Zealand

The 'Global village' continues to shrink.

It was not long ago I first picked up my first Z*Net and started reading about all the great things happening half a world away. Now some three years later it is great to be able to be part of the rapidly moving Atari world.

With the advent of on-line services being able to be accessed from most countries world wide it has brought the Atari community closer together. With services like GENie we had this week people in the weekly RTC from Germany, Japan, Australia, Canada, United States and New Zealand. This brings a true international flavour to us.

The amount of quality public domain files available on GENie is second to none. Imagine GENie as the largest PD store in the world and you would not be wrong. The latest and greatest software gets its airing in the files section. Not to be outdone by the files area is the 'BB' or bulletin Board section, where you get things from heated debates to help with Calamus or even help directly from Atari itself. The resource in this area is the best available, and outdoes any of the other systems I personally have seen.

Now that GENie has established itself as THE Atari-Online resource world wide it is great to be able to pop on there and ask questions from the developers of sorts of software and interact with them in the RoundTable Conferences. This would not have been possible a few years ago from our part of the world as the Public Data Network did not allow access into these on-line services. Where ever I go, whether on a BBS, or Usenet, or even reading computer magazines, I continually see mentions of GENie, so if you do not have access onto GENie yet I suggest as a New Years resolution you attempt to gain access.

Another on-line service that has been a backbone to international users is CompuServe. For some five years now, people in the Pacific have been able to pop on and interact with users world wide. Now that the good folks at Compuserve have allowed access into Usenet/Internet for messaging, it has opened a whole new world to its users who have not been able to access "The NETs". By a whole new world I mean exactly that. You can now drop mail into your local Usenet/Internet/bio-net/aarnet and the likes, and if you know the user's Compuserve ID, it will pop out in his mailbox in the USA. For instance, when you download some public domain software or get a disk that says support is available on Compuserve and authors mail address is 72000,355, all you do is address it to him or her like this: 72000.3555-compuserve.com.usa. Your mail is then dropped into their mailbox with your question/compliment/gripe. Compuserve is truly interfacing users world wide.

We have seen a flurry of activity from Atari and many of 3rd party developers. With the help of these on line services and online magazines like Z*Net, events have been announced worldwide within hours of the actual happenings. Things that spring to my mind are the Atari shows in America like the WACE/PACE/Comdex shows. With the availability of digitized pictures from Z*Net I have enjoyed the ability to see the faces, places, and equipment that I would not normally see, half a world away.

The highlight of my computer experience to date has to be the availability of an entire world of Atari users via all the on line services and BBS. This has brought the old saying of a "GLOBAL VILLAGE" well and truly home to me. It can and will for you too... if you take advantage of it!

PORTFOLIO PD SHELF

Compiled by Nor Scavok

The following list was compiled from new uploads to CompuServe's APORTFOLIO Forum and the GENie Portfolio Roundtable. Some were tested locally and comments added to the descriptions already available.

SNATCH.ZIP Here is a Terminate and Stay Resident Utility that you can run with your favorite painting program on your PC and create PGF files suitable for viewing on your Portfolio. Once the file is created, transfer it to your Portfolio and view it with PGSHOW.

PGS110.ZIP PGSHOW 1.10 - The FULL-FEATURED Portfolio Graphic File Viewer. This new version of PGSHOW supports a new compressed picture format. The same 6 graphics (this time in PGC format) are included. A tool for converting PGF files to PGC format will be available soon. A new version of PGEDIT will also be available. (c)1990 Software Vineyard by Don Messerli

AREACD.BAS Enter the area code and see the state abbreviation --or-- enter the state abbreviation and see all the area codes for that state. This file was called areacd.100 in the M100 forum on CompuServe. The author originally ported it to compile under Power BASIC, but now it is doctored to work on PBASIC as well. Original program by Don Zeikel, Portfolio port by John Feagans.

FTM11.EXE FTMenu 1.1 - Improved File Section! More Files! Better Spelling! All the changes that have been requested have been implemented. Written by BJ Gleason, Thin Air Labs.

PGF01.ZIP Selection of dithered and converted graphics files for the Portfolio in the PGF format. You MUST have PGRCOM or PGSHOW.EXE to view these file.

PGEDIT.ZIP PGEDIT 1.00 - The Portfolio Graphic Editor. This program lets you create, modify, and edit PGF files for use with PGSHOW, PGRCOM, and PBASIC 3.1. PGEDIT does not run on the Portfolio. It requires a desktop PC with 512K of RAM (360K free), VGA card, and Microsoft compatible mouse. All of the contents of PGSHO101.ZIP are also included in this file by Don Messerli.

PGRCOM Here is the smallest DOS command to display .PGF file - 63 bytes. The syntax is PGF filename.PGF. You must include the entire filename. The picture is displayed and waits for a keypress. Written by BJ Gleason.

FS.EXE A flight simulator for the Portfolio! Needless to say, an executable of this size makes certain compromises... but your imagination fills in the blanks. You can simulate a color display if you have some colored cellophane.

FT4LPTARC A DEBUG script file and docs to hack FTCOM to use the second printer port LPT2: To let one port be dedicated to talking to your little friend.

QUICK.ZIP If you have Quicken on your home computer, get this program for your Portfolio! This will let you keep track of your transactions on the road, and then you can import the file directly into Quicken when you get back to home base. Shareware. Uses Portfolio-only features.

PF11.ZIP Significant upgrade to PF10 - Move, Mark, Etc. Turbo Pascal Source included. File manager for the Atari Portfolio similar to FM or DR/CO from PC MAGNET. Small. Bug correction for hang when copying.

OTHELLE.EXE Othello for the Portfolio by BJ Gleason

FENCE.EXE Also by BJ Gleason. The game of Fences... hit the target by putting up fences to bounce the ball...

Noise from Noyes - D. B. Noyes, JACG

On Foul Weather

The January 1991 JACG meeting was "aced" out by the weather. How many members actually made an unnecessary trek to Murray Hill I do not know...none would have been the best case, if any, I hope it was only a few! I've been a member of the JACG since February 1985, and missed but one meeting (I was on an overseas business trip) since joining...with, of course, the exception of the January 1991 meeting. As a member of the Executive Board, I concurred in the cancellation of the meeting, based upon the actual weather on Friday night, and the forecast(s) for Saturday. If one were to find some good in the "non-meeting", it will be future JACG policy regarding cancelled meetings. I will leave it to our President, Joe Kennedy, to publicize the policy specifics, be it sufficient to say that if a member is in doubt, just access the JACG BBS (908-298-0161) or call ANY JACG Executive Board member on the Friday evening just prior to the Saturday meeting date.

GEMINI ENTERPRISES FLASH

For those of you who have not already dropped by "GEMINI" (171 Ridgedale Ave., Morristown, NJ, 07960) only to find the door locked and the store unattended; Bob and Sarah have temporarily changed the store hours to one evening and one day a week. That is to say, GEMINI will only be open Friday evenings from 5pm to 8pm, and Saturdays from 8am to 4pm. GEMINI will have an answering machine on 24 hours a day (201-267-0988) for any out of their new business hours assistance that is required. I stopped by GEMINI last Saturday (and, of course, purchased some software) and can attest to the fact that the change in business hours has not affected their large selection of ATARI software, etc.

On HELP!

The same FEW folks (including yours truly) spend considerable time after each meeting putting the auditorium "right" and packing

up equipment. If one doesn't want to demo software/hardware, and one doesn't want to write for the JACG NEWSLETTER, there is something one can do to help out the club, and that is assisting in the after-meeting activities. Don't just come to the meeting to be informed and entertained...**CONTRIBUTE!**

On PIRACY and ETHICS

When I see the shrinkage of GEMINI's hours, the dropping (by Software Station) of the ATARI line of software, and see the long train of developers who abandoned support of the 8-bit ATARI computers, I feel that I have the right to be somewhat neurotic (or downright psychotic) about the future of ATARI. Many a ship has sunk by first springing a few "minor" leaks. Yes, I know that the haphazard? marketing, wholesaler/retailer, and user/user group support by ATARI Corporation has assisted in almost foundering the ATARI "ship", but many of us, as users, are not blameless. To wit, the utilization of commercial software of the non-original (and often therefore without documentation) genre. In other words "PIRATED SOFTWARE". When someone asks (or asked) me questions on software usage, so simple that even the worst documentation would have addressed the question...I smell a rat. I have learned now to first recommend (If I know it is truly addressable by the documentation) a re-look at the documentation...you'd be surprised how many folks "don't have the documentation". I then diplomatically suggest that perhaps the best course is to purchase the software package. My philosophy is simply...If you're going to use it, buy it! Not only does pirating deny income to retailers, wholesalers and manufacturer/publishers, but also to developers and authors, and with a limited user base (such as ATARI) the effect is magnified. I'm sure your opinions on this subject will be more than welcome by Dave Arlington for the NEWSLETTER.

ST Vice-Presidential Ramblings - D. B. Noyes, JACG

On The Desert Storm front

What possibly could the ATARI ST computer have to do with "Operation Desert Storm"? I knew you would ask, just as you knew I'd have something to say. While perusing the "new" files on GENIE, I came across a couple with interesting file names and descriptions. Both were billed as "games", and their names were: SADDAM.LZH and WHOSANE.ARC...interesting? I downloaded both files, finding WHOSANE quite rudimentary, and SADDAM a little more thought out (and in color!). However, there is humor in each, and they do provide an outlet for any aggressive tendencies that one may have relative to the subject of the "shoot 'em ups". I'll demo them at the February meeting, and then give them to John Dean to include on a future disk.

On the more serious side of the Gulf War (at least as far as software is concerned) I just bought (\$49.95 - ouch!) F-19 Stealth Fighter (by MicroProse). It was billed to me by someone who had it as a "natural outgrowth to and enhancement of MicroProse's F-15 Strike Eagle". The package consists of 3 (three) single-sided disks, a superb manual (with an ST supplement), a map, and a keyboard template. Four real-world regions (Libya, Persian Gulf, North Cape, and Central Europe) are available as scenario back-drops for hundreds of varying missions. Both carrier and land-based operations are available. As Microprose began development of the software prior to acknowledgement by the U.S. as to a "Stealth Fighter", they assumed "F-19" as its' designation. There is a menu choice, however, to use the F-117 designation and configuration. The Persian Gulf back-drop is based on Iran as the "enemy"...perhaps MicroProse will provide an Iraq patch! As I have just purchased this software I am in no way capable of reviewing it...that is for the future...hopefully Kuwait will be liberated and Saddam will be militarily powerless long before I get around to reviewing it!

On the Public Domain

You've probably (and hopefully) read my words in "Noise from Noyes" regarding piracy. Now what could piracy possibly have to do with the public domain? Nothing...but shareware does have something to do with the public domain...the software is "out there" and readily available, and is only developed and supported from the generosity of users and the dedication of the authors. As piracy erodes support, so does the failure to provide donations to authors for shareware that one uses. The fact that the treasury will make donations to certain authors is one of recognition only, and not to be mis-construed by members as absolving them of their responsibility to send \$\$\$ to authors of shareware which they use.

On The ST-Library

John Dean, after a "stint" as ST Vice-President, has taken on the burden of maintaining the ST Library...and it is no easy task. John must take files from many sources (including me!), determine worthwhileness, categorize them, and eventually come up with a disk that has a particular function, or theme. As there are games, utilities, applications, graphics, accessories, text files, and a plethora of functions, the work can be very time consuming. To make John's task a little easier...I think that we should all give him even more PD/shareware files. How can more be easier? Easy. Often John may have a few from many categories, but not enough "good" ones from a specific category to make up a "super" disk. Too much is just enough!

'til next month...Dave Noyes

And let's support our folks and their mission in the Gulf...my sentiment, not necessarily that of the JACG or E-Board.

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